COCO FRIENDS DISK MAGAZINE
DEVELOPED BY RICK'S COMPUTER ENTERPRISE

S U M M E R

I S S U E # 4 3

Summer Road

Jim Gibbons

This picture should make you think of summer. I also hope it makes you feel a little cooler. We already have had too many "hot" days. This picture comes to you from New England. It didn't say which state. I guess take your pick.
Hope you enjoy the picture.   *............ Jim Gibbons*

Rick's Picnic — BONUS DISK #12, SIDE 2 — See page 23

"ABOUT CFDM"

Rick Cooper

COCO FRIENDS DISK MAGAZINE is dedicated to those who still enjoy running under RS DOS. It will deal with that format exclusively.
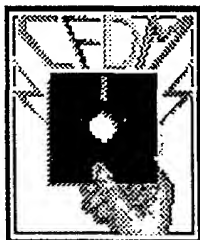
A primary goal is to keep the COCO community strong. By providing a unique means of communication, maybe old fires will be rekindled as you and I share our knowledge and experiences!

The success of this effort depends on each one who becomes a subscriber. Everyone must contribute his/her two cents in the form of articles, programs, opinions, experiences, etc. If this happens we will all look forward to the next issue. (Check out the manual with your starter kit for details on how to submit material.) Now let's have some fun!!!

ABOUT COCO FRIENDS DISK MAGAZINE

(C) 1991, 1992, 1993, 1994, 1995 RICK COOPER

ABOUT HARDCOPY

RICK'S NOW SELLS ZEBRA!!

RICK'S COMPUTER ENTERPRIZE

DISK CONTENTS... <i43>

Rick's Picnic — BONUS Disk Side 2

PROGRAM DIRECTORY   (i43)

Here's a description of the files on the PROGRAM/
SIDE. File names preceded by an asterisk are data
files and not to be RUN or EXECed!

Feature Listing:
    PALEDIT.BAS by Rick Cooper

See page 19

ACTIVE COCO

6TH ANNUAL ATLANTA COCOFEST

ATLANTA COMPUTER SOCIETY

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THE 6TH ANNUAL ATLANTA COCOFEST

Show Hours Sat Sept 30 9:00 AM - 5:00 PM
Sun Oct 1 9:00 AM - 3:00 PM

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Sat Sept 30 8:00 PM - 8:45 PM

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COCO SALE

DANN MCCONNELL

I have had to give up my CoCo and all the hardware due to circumstances beyond my control, i.e. medical bills etc I would appreciate it if you could put an ad in the next CFDM and mention it to the people at the picnic that I have a complete system which includes the printer also and many other things I have picked up in the last 10 years. I have listed the major items below:

CoCo 3 512K Color Monitor FD502 DDD
DMP 106 Mouse Joysticks
Extra ribbon Books 2400 S/P Interface

Box of goodies that includes some TRS80 Model 2 stuff also. I am asking $400 firm for the above system. I also have about 250 disks, some that I haven't even looked at, which I am asking $100 for which includes the postage. But the CoCo package I need postage paid to me whatever it takes. I am sure the complete system is well worth $400 and I will not sell anything separate if at all possible

I will try to stay in contact as much as possible because I have made some good friends within the CFDM community and I will always remember them and continue to correspond with you all

- Dann McConnell
413 West Park Avenue
Kellogg Idaho 83837

AN ACTIVE COCOer

ROGELIO PEREA

NOTE: A few months ago I noticed some program listings and articles in Glenside's CoCo 123 newsletter. The author was Rogelio Perea. I contacted Rogelio and invited him to join our group. Here's some of his letter which describes his CoCo activities

...How did I come to write submissions to magazines? Well, it was sort of an accident: being a frequent visitor of Glenside's BBS, I once wrote a message dealing with a way which worked for me to prevent the infamous head-banging of the disk drives with the CoCo, and Tony Podraza transcribed THAT message into an article for the CoCo-123; needless to say it, I liked to see my name in print, so I thought then I would take a chance into writing something more.

Currently, I am involved in finishing up a BASIC09 series of procedures which compromise a guided tour when servicing Color and B&W TV sets, maybe it will see print in the -123 in a near future issue. This project (which has been quite a big one for me) is not the only one I have for the CoCo. I do like to use RSDOS a lot; as a matter of fact, I am trying my hand at animation done with STRING$ AND CHR$ within the original 32 character text screen of the CoCo. When this is finished, some old-timers from the TRS-80 Model I and III era maybe will remember a strange creature called "Critter"

After reading the stuff you sent me, I learned about a "template disk" Is this available from you or could I just send you the program (when its finished—maybe by March) on a standard CoCo disk?

RICK
Thanks for your support of the CoCo Rogelio! I hope we'll be seeing some of your work in CFDM soon!

CFDM SUBSCRIPTION

RICK'S COMPUTER ENTERPRISE

Is your subscription running out? Here's how to check:

On your mailing label next to your name is a number. The number after the last dash (-) is the last issue on your present subscription Please don't let your subscription expire

WHEN YOU RESUBSCRIBE PLEASE INCLUDE YOUR ENTIRE SUBSCRIPTION NUMBER. THIS HELPS ME LOCATE YOU IN MY DATABASE!

A single issue of CFDM is $6. Or get 3 issues for only $16 A 6 issue subscription is only $30 (a savings of $6) Back issues are available at the same rates. COCOs FOREVER!"

GARFIELD QUOTES

RICK COOPER

A few issues back Ray Berney introduced us to a new participatory event. It was the "fill in the caption cloud" of a Garfield picture. We had five Friends who sent in entries. Thanks for your participation!

By random drawing Herb Forger wins the box of ten flippies... but all entries were great. I even sent one in myself. Note to Herb: if you don't receive your disks by the time you receive this issue, drop me a postcard...I'm so forgetful sometimes!

To see the quotes just RUN "GARLOAD.BAS" on the program side of this disk.

MOST POPULAR SECTIONS RESULTS

RICK COOPER

A few issues ago I raised the question, "Which is the most popular section(s) in CFDM". The results were a little surprising although it appears that all sections have strong support from certain Friends. The following results came from eleven respondents. Comments follow. The list is arranged from most popular (top) to least popular.

> 1st........PROGRAMS OF THE MONTH
> 2nd/3rd....ACTIVE COCO
>   Tie....LETTERS TO THE EDITOR
> 4th........QUESTIONS & ANSWERS
> 5th........COCO ART GALLERY
> 6th........FROM THE EDITOR
> 7th/8th....ARTICLES OF THE MONTH
>   Tie....FORUM
> 9th........POTPOURRI
> 10th.......ADVERTISEMENTS
> 11th.......FAMILY TREE
> 12th.......REVIEWS

The scoring went from 48 to 85 with the lower number being a better score

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COMMENTS

Let's face it Rick, I like all parts of CFDM.

My favorites are the graphics in the ART GALLERY and their audio counterparts - the music.

Choosing between sections is very difficult because I like them all.

Not much difference between 1 & 12. I like them all.

...may vary from issue to issue, but never drops below an interest rating of 8.5 - some issues everything is a 10. Ads are least favorite, but I never fail to read them (picked up a fine pair of drives)

...fine job of mixing all — just in the right amounts

I would not like to see any one item deleted.

I try everything and read everything at least once.

More tips and hints per Ray Berney...

Most Popular Sections By Herb

Herb Forger Sr

I don't really have a LIKE or DISLIKE about ANY of the 12 sections of CFDM! The reason is because I tend to "READ" CFDM as I do a book: I start at ACTIVE COCO & end with Q & A. It's that simple!
However I do by-pass PROGRAMS on the first pass (be-

cause I like to read about each program & then flip the disk, & run it while the intro is still fresh in my mind. (I am getting JUST PAST the "I remember everything" stage in my life!). Honestly, I went through each section of the past 3 issues & personally don't want you (Rick) to change a thing! (unless someone comes up with a new and better category in the future). I'll repeat the old adage "IF IT'S WORKING, DON'T FIX IT!"

I really would like to see more "PEEKS & POKES" hints since P & P books are no longer available. And I would like to see items such as how a CFDM friend (un-named since I won't steal his thunder) gets 2 & 3 COLOR printouts from TW-128. Now I ALSO know how to do that. (By the way, it ALSO NOW works on my PC color printer too!) Thanks to my CFDM Friend A letter to you is forthcoming.

I might just mention that my PC manual stated how to accomplish the above within my word processing program, but MISTAKENLY showed an example with SPACES instead of COMMAS separating the ASCII codes. If anyone has run into this problem, call or write to me. I DID spend some research time on this item!
Herb Forger Sr 88 Dry Hill Rd Norwalk Ct 06851-3127
Tel: (203) 847-4282   🖘

ARTICLES OF THE MONTH

Easy Start for Disk EDTASM+

William Astle

Do you do a lot of assembly language programming? Do you get frustrated with "DOS" when loading Disk EDTASM? Would you like an easier way to use the 80 Column screen?

It is possible I was asking the same questions stated above and started digging in various documentation I have and tracked down a method of causing the "DOS" program to autoexec a program.

It is quite simple Add the following line to DOS.BAS:

```
1 REMEDTASM BIN
```

Note that the line must be exactly the same as stated. Note that the BIN extension may not be necessary. If you have renamed the EDTASM file, you will have to replace the EDTASM in the above line with your filename.

Note that you must not have a space after REM.

You can write a program to set an 80 column screen or a baud rate or anything else you want to do and include

```
RUN"DOS"
```

as the last line in the program. If you have made the change outlined above, EDTASM will start without you needing to press 2 followed by the filename of your EDTASM file. This will save a lot of bother if you write a program which must be tested in BASIC. Note that you will still have to exit EDTASM in the same manner as before.

I hope you can put this information to good use.

William Astle
5612 43 St Close
Olds, Alberta
T4H 1C3
Canada   🖘

GrafExpress Tutorial 05
Graphics and GE Windows

This months tutorial will begin to look at GE windows. GE windows behave much the same as a screen. They are different than screens in the sense that they can be any size but are limited to the size of the complete screen. GE windows have two purposes. The first is for the containment of graphics such as circles, lines, etc. Text will wrap to the next line when it reaches the edge of a window. The second purpose for windows is to act as a viewport into spriteland. This month will look at the first purpose for windows.

Begin by copying the file GE05.BAS to your GE disk. This months demo uses the circle command to show that windows contain graphics within thier borders. The circle command in GE is similar to the BASIC circle command in that the coordinates do not need to be on the screen, however only the parts of the circle located within the screen will be drawn. The demo will also show how to define a window, select a window, copy the contents of one window to the next, and clear windows.

The GE INIT command is used in line 90 to define use of the CoCo's memory. 128K bytes will be used, the screen resolution will be 320x200, two screens and three windows will be allocated.

The windows are defined in line 210. The syntax for the window defination command is:
        [SUB]WINDOW wnd# = xstart,ystart..xend,yend

The coordinates are used are your full screen coordinates except if the optional SUB command is included, in which case the coordinates are relative to the window which is presently selected. NOTE: If you do not define the windows coordintes the de- fault full screen is used (window #1 in this case).
Also note that you may use a shortcut instead of typing WINDOW simply use the '&' symbol. Unlike GE pictures, GE windows may be redefined smaller or larger at anytime. One very handy feature is a windows ability to remember its own foreground and back ground colors and the last position accessed (plus sprite features). One thing to remember is that you are limited to the coordinates of your current screen when using graphics commands. If your window is 100x100 then max. coordinate is 100.

The window select and window clear command are used in line 260. The syntax for window select is:

WINDOW wnd#. Graphics commands are always sent to the current window. The syntax for the clear window command is CLW. Issuing this command will clear the current window to the current background color.

This is an extremely fast way to clear a portion of your screen. In BASIC you must either use HPAINT, HLINE (VERY SLOW) or use up precious HBUFF memory.

Lastly we cover the window copy command, which is probably the most complex GE command, at least I found it so. Here is the syntax:

COPY sourcewnd [[FROM sourcescr] TO destwnd]

NOTE: Anything in brackets is optional.

Bear in mind that under GE you can have as many screens as you have memory. One of these screens will be your current work screen and one will be your display screen (the one you see). All GE commands go to the current work screen!!! Another point to remember is that WINDOW 1 is WINDOW 1 on each screen with the same coordinates.

There are only three different ways you can use the COPY command. The first example is the simplest in line 190 and line 270 (COPY1). This copies window 1 of the display screen to window 1 of the work screen. Because window 1 is a full screen in size this copies the complete screen, including other windows.

The second way to use COPY is in line 250. COPY2TO3. This copies from window 2 of the work screen to window 3 of the work screen.

The last way to use the COPY command is not used in the demo but an example would be: COPY2FROM1TO3. This would copy from window 2 of screen 1 to window 3 of the work screen.

NOTE: GE windows do not save thier backgrounds. Think of GE windows as defining your workspace. If you need to save the background use the PICTURE commands.

Direct questions and comments to CFDM or:
Perry Friesen
50 Eggleton ST
Red Deer, AB T4R 2L2

PRINCIPLES

Stuart T. Wyss-Gallifent

Here are the seven principles that describe how computers and people should work together.

I. Actions should be reversible.

In a dialog between you and the computer, it should provide a Cancel option to return to a previous state. You should be able to easily undo a wrong choice, and be able to back up (undo) more than one step. Applications should offer "refresh" options in case you need to restore a default value that you accidentally erased. Example: If you press E to Exit, and you didn't mean to, the computer should ask "Are you sure?" This will allow you to answer No, and return to the program, instead of exiting right away.

II. Preserve the Display Context to sustain Orientation.

Windows, titles, pop-up/pull-down menus and scrolls should appear and behave in a way that suggests the context in which the action takes place. For example, windows laying on top of each other, in a specific order, or scroll-bars that cue the user that there is additional information. Under WINDOWS you can pull up the Print Window on top of your program, pull up the Options menu on top of the PRINT Window, and pull up the Setup box on top of the Options menu. When you leave Setup, you see Options (right underneath), and when you leave Setup you see Print Window, and under that, is your program, all in a logical order.

III. Don't rely on a person's memorization of steps

You shouldn't have to remember how to type commands and what every command does. Pull-down/Pop-Up menus and other selection methods should offer options from which you can choose. Example. Instead of "Save to Drive?" and hoping the user remembers, you could put "Save to Drive ? (0 - 3)". You give the user some choices. "Understand? (Y/N)" instead of "Understand?"

IV. Give Immediate Feedback for EVERY action

Don't you hate it when you press a button, and nothing happens? Oh, the computer might be acting on your press, but it should let you know.

IV. The program should acknowledge each step or action you take, using colors, emphasis, or sound. It should also denote what choice you made, what cannot be chosen, and any errors that might exist. True Story: On touch screens, people feel more comfortable using a touch-screen when things they touch either click or flash, or even move when they touch it. People want immediate feedback. Buttons that go in when you press them, keyboards that click! screens that indicate choices and errors.

V. Confirm destructive actions.

Have you ever accidentally saved over a file that already existed, because you accidentally used the same filename? I have! This principle says that if you are about to erase or delete information, the program should alert you, and give you a chance to cancel the action. Example: "DSKINI 0" and the CoCo starts to erase your disk. Something better would be: "DSKINI 0" "This will erase ALL data on drive 0. Are you sure? (Y/N)"

VI. Common definitions enhance consistency.

Applications should use common definitions for concepts appearance of information, and interaction techniques. Common button shapes/functions, same commands from program to program, etc.

VII. Keyboard and Mouse are interchangeable.

You should be able to use the keyboard to perform actions that you could perform with a mouse, or other pointing device. You should be able to switch between keyboard and mouse in the middle of an operation.

** *I must complement the Macintosh Operating System for implementing MANY of these standards to a very high degree, and Windows also to a point. All Mac applications look and run the same! It is truly amazing. Most of the time you feel so comfortable with the new program, that you never open the manual that comes with it!!!* **

Program Interface Principles

Stuart T. Wyss-Gallifent

Years ago, three different companies investigated program interfaces. Interfaces are the ways that a program interacts with you, the user. Some common interfaces are:GUI (Graphical User Interface), DOS, Macintosh, Windows, OS/2 Warp, etc. It is a means of communicating with the computer. All three teams discovered the same seven principles that would make programs easier to use, and less time-consuming to learn. This would increase productivity and the comfort level, while decreasing retraining, and of course, confusion.

The three companies were: IBM, Xerox, and Apple. IBM published their findings in the form of a * *suggested* * standard. No-one HAS to use these, but many of the * *best* * programs do
They are called CUA standards, or Common User Access Standards. They are part of a larger set of SAA Standards. SAA stands for Systems Application Architecture. The principles are based on these ideas:

When applications and programs have a consistent appearance, operational interface, and terminology, you naturally develop a conceptual model for how to use computer software. If you encounter a new application that presents a consistent appearance, you transfer previously learned skills and experience to the new application. You accurately can predict how the new application may behave and can expect your skills to carry over to the new application.
I myself have encountered the annoyance of non-standard interfaces. Depending on what BBS I call over the modem, they each have different ways to look up files, read messages, even disconnect
Some use G for Goodbye, or X for Exit, or B for Bye, or /O for Outta-here. It is annoying when you get mixed up, and the BBS sends you an error message because you typed the wrong command. If the defacto standard was G for goodbye, then I could type that on ANY BBS I call, and I would expect to disconnect

Do you see the reason for the standard? In the next article or so, each of the seven principles are listed, described, and in many cases, examples are given

COCO FRIENDS ART GALLERY

*5OVRFLO - surging simulation

Keiran Kenny

This animated simulation of surging water began as a CoCo Max 3 experiment inspired partly by a waterfall animation Amiga dealers were fond of showing a few years back. I found my version effective on CM3 but when I translated it to a NIB file and loaded it into NIBLOADR the result was unsatisfactory

Recently, I resurrected it and ran it in Stuart Wyss-Gallifent's NIBSHOW2 - much better! I hope you will not mind the wing-flapping birds. That was part of the animation experiment.
Maybe a surging, purified sewerage outflow is not a very romantic subject for display in our Art Gallery but I hope you will also find *5SWRFAL/NIB an effective simulation.
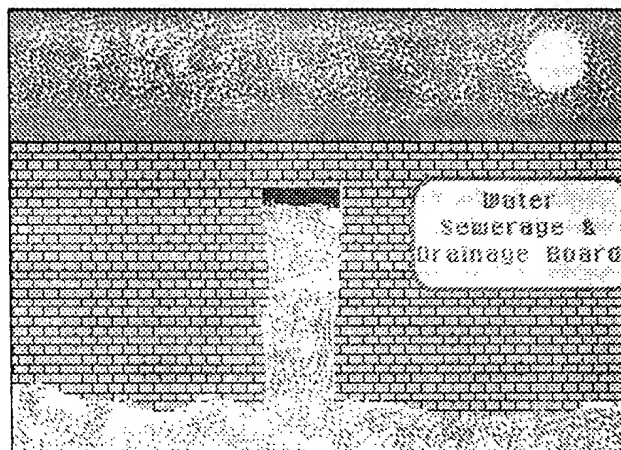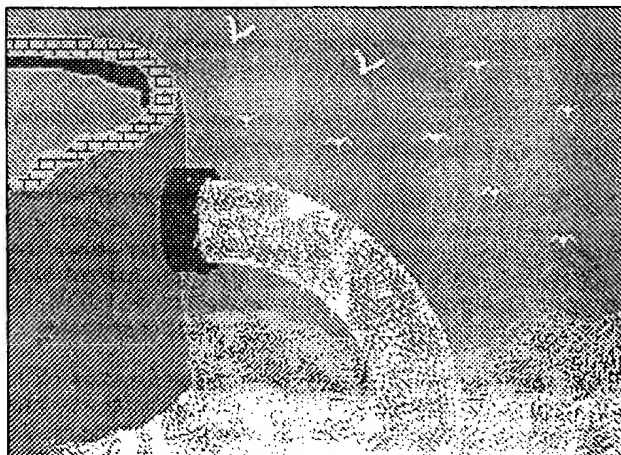
*(NOTE: *5SWRFAL.NIB has been changed to SEWERFAL. NIB to be compatible with the new NIBSHOW.)*

Bluebird

CAMP.NIB

J R Waggoner

I used CM3 to create this scene of a camp sight at night.

J R Waggoner
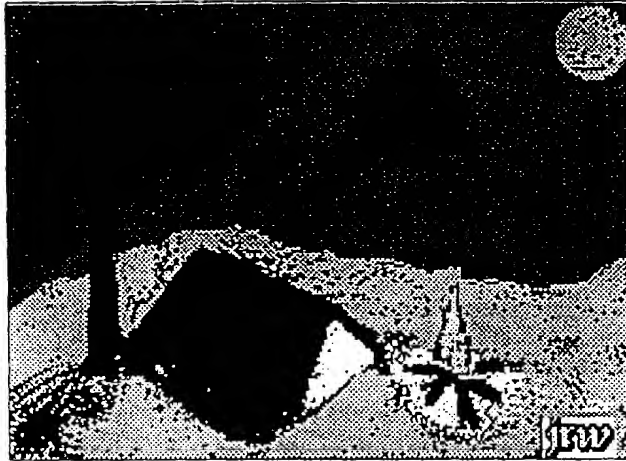
DAUGE.NIB

J R Waggoner

Many people have a favorite pet. It could be a bird, dog, turtle, or even a lizard. Well, mine is a cat named Dauge (pronounced DAWG). She was the runt of the litter, and her mother refused to feed her, so I took her in.

She only lived to be five human years old, but in those 5 years, she gave us more happiness and love than any other pet we ever had.

DAUGE.NIB is my rendition of her favorite pastime, taking a nap. CM3 was used to create this picture.

J R Waggoner

Farm Fun
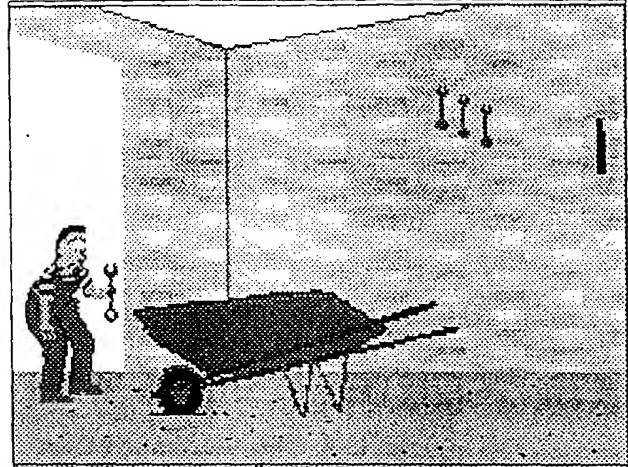
MAYBE DAD WAS KIDDING......MAYBE YOU DON'T ROTATE
THE TIRE ON A WHEELBARROW.....

Flamingo
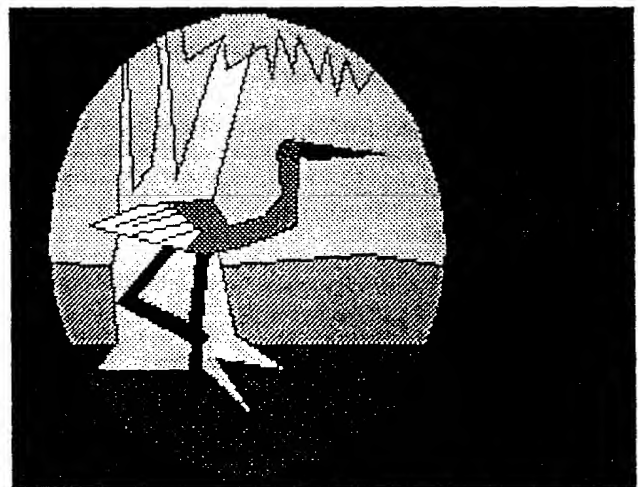
Graham Elphick Pictures

Keiran Kenny

Pictures by Graham Elphick appeared in CFDM#22. I always feel that his angular line compositions make a strong statement, especially in the absence of extraneous detail to distract from the impact of the central theme.
I received these examples of Graham's pictures from Arthur Williams. Graham used LINEMASTER to put the pictures into basic files. Most of them included PLAY strings to sound the national anthems of the countries depicted but I have converted them to NIB files for the benefit of CoCo Friends

NOTE: We include two of Graham's pictures as <g> entries in this section. See BLUEBIRD and FLAMINGO.

FAMILY TREE

Michigan Coconut

Ron McCauley

My bride of 38 years, Gerry, and I are retired. We were in real estate and property management, and have been collecting Soc.Sec for a year now.

We live in Fenton,Mi. a pretty suburb of Flint,Mi. (the birthplace of General Motors & the UAW). We have 52 lakes within 8 miles. We are both natives of the area. We raised 2 children. Kathy who is an engineer with GM in Flint, and Tim who is an urban planner in Milwaukee. We have 2 grandchildren. Kevin and Ellen.

I have been Coco-ing since 1988. There was an active Coco club in Flint back then. I wound up the last member and inherited the library! There is still an active club in Lansing,Mi.(the capitol) which I have been attending for 6 years.

I have and active coco3,512k with a pair of 502 disk drives, a magnavox 515 monitor, and 2400 baud modem. I also have a "super duper" Coco 1 going on 2 1/2! with a color mono driver, word pac for 80 col.screen color composite monitor, x-pad, multi pac and More!

Recently I aquired a Coco3 with 1 meg, 4in1 disto controller, 85 meg hard drive and 2 720k drives all mounted in a PC case. After 6 hours use the 1 meg. upgrade system failed. I don't know if it will ever go again! (Should have went mainstream MS-Dos!)

I have 5 printers. An NX-1000 color, a RS CGP-220 ink jet, a DMP 105, a CGP-115 plotter, and a electric typewriter with data outlet. Oh, I forgot, also 2 TP-10's. (one from Rick!) They are handy for printing directories!

My favorite activities are going on line to Delphi, the internet, libraries, BBS's, etc., and printing color prints on the CGP-220 inkjet.

I have a complete set of Rainbow, Hot Coco, CFDM, Upgrade, 68 Micros, plus some of many other. My soft ware collection is immenesse!

I have loved being a Coconut. It will be hard to move on. I notice that most of you have taken the step, however I plan to maintain my subscriptions to the End! My wife wants a "GOOD" genealogy program. 🐚

UPDATE

Herb Schuler

Fourteen years ago on April 20, 1981 like many of you I suppose, I had heart bypass surgery and had one graft installed On April 20, 1995 I learned I had out-lived that bypass and now needed the old bypass bypassed as well as a second new graft This work was completed on April 24, 1995 and I arrived home from the hospital on April 30th. Today being June 21 I have been recuperating some 8 weeks or so now. I am feeling fine. Yesterday my Doctor assured me I was in fact feeling fine. It's always nice to have his assurance; after all, who am I to say how I feel!!

I am amazed at the progress that has been made in the last fourteen years in the Coronary Artery Bypass Graft procedure. The MOST amazing thing to me is the difference in the anesthesiology (?) process. Last time the process started the night before with a shot, and continued the day of surgery with more being administered. And re-entry from anesthesia was terrible. The nurse kept trying to awaken me and I wanted no part of it. I felt lousy.
This go-around I received no shots until after I arrived at the operating area, I guess, because I have no recollection of receiving any anesthesia!!
I awoke the next morning as if I had just been to sleep for the night...feeling great. Within a few minutes of awakening the nurse had me on the phone with my wife. I'll tell you, it was a fantastic feeling.....remembering the previous experience.

The entire recuperation process seems to be going so much better also. I feel better now than I remember feeling after 3 or 4 months last time. I am even playing the sax already!!

One regret I have is that because of this Claudie and I will probably not make the picnic. Of course I have been looking forward to the picnic for some months now, but the last week in April shot that.

Other than all this, everything is okay here. The COCO still gets used some even though I now have a 486DX2-66. I've been moving a lot of material from the COCO to the PC while recuperating. Oh yes, the same Surgeon did both operations for me and he has given me at LEAST twenty years this time so I'll have to wait for the NEXT picnic to see you all!! 🐚

FORUM

Has CFDM Peaked?

Perry Friesen

I did a little survey of THE RAINBOW and it's popularity measured by the number of pages in the magazine. It went from 4 pages in '81 to 300+ in '85 and back down to 16 pages in '93. Here is what a graphical representation would look like

```
      81 82 83 84 85 86 87 88 89 90 91 92 93
300                     *
                          *
                  *           *
                              *
150                               *
              *                       *
                                        *
          *                               *
    4 *                                     *
```
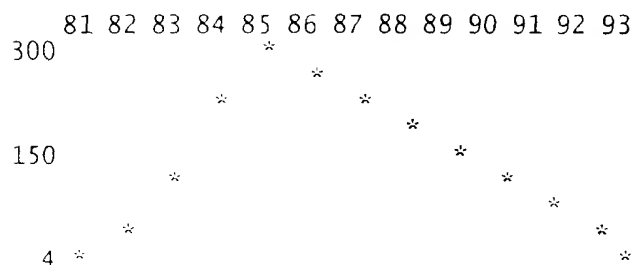
CFDM continues to put out 160K of magazine which translates into 20 pages of HARDCOPY plus a steady 160K of programs not to mention the bonus disks.
This comes to about 16.6 megs of CoCo info (at Issue 41). THE RAINBOW peaked in five years; CFDM is now in its fifth year, so the question is: Has CFDM peaked?
Because the quanity of CFDM does not fluctuate, a better gauge to see if CFDM has peaked is perhaps the amount of submissions on THE EDITORS desk. Yes?
Another question is can we make it longer than THE RAINBOW? Another seven years? The bottom line is:
Let's keep the pipeline flowing to Liberty, KY.

We can do it!
    < CoCos Forever!!! >

RICK That's a very interesting question and a very interesting observation Perry! Actually we're in our fourth year. Picnic Day almost marked 3 1/2 years of disks.

Here's the number of submissions disks received in each of our 3 1/2 years.

1992   332 total ... 27.6 average per month
1993 285 total ... 23.7 average per month
1994 ... 215 total ... 17.9 average per month
1995 ... 112 total ... 16.7 average per month
(Note that this year has had only 6.8 months at this time.)
And yes we do need submissions!!!!!!!!!!!

FROM THE EDITOR

KUDOS <i43>

Thanks to the Friends listed below we have another fine issue! (We are running short of material in many sections Won't you please help us by sending in your submissions?)

THANKS thanks THANKS thanks THANKS thanks THANKS

Roy Atkins — Atlanta Computer Society — William Astle
  Bill Baker — Norm Barson — Ray Berney — Art Boos
Laura Boyce — Graham Elphick — Herb Forger Sr.
  Perry Friesen — Michael Gross — J Mark Griffin
Keiran Kenny — Terry Laraway — Tom Lehane — Rick Lewis
  Ron McCauley — Dann McConnell — Harold Moenich
Godfrey Moll — Tim Neihouse — Bob Nicholson
  Rogelio Perea — Roy Putlack — Herb Schuler
Ray Smith — Garry Spencer — Robert A. Turner
  Bob van der Poel — J. R. Waggoner — Edward Wolak
Paul Wolf — Stuart Wyss-Gallifent

WHEW....

LET'S GET CAUGHT UP!

RICK COOPER

I'm running way behind.. due to the Picnic, I'm behind about a week! But it was well worth the lost work time. We had a wonderful time and it's hard to believe it's come and gone. We did manage to get about 17 hours of tape and I hope to soon convert that into a master tape to offer to all who might be interested.

Per the Picnic, it was really interesting to "see" those I have so often spoken with on the phone. When Jim Bennett returned home (after a 15 hour drive), he called to let me know that he had a safe trip. It was so weird to now be able to put a face to the voice!! When Jim called I was at the computer with Jeff Vavasour, Stuart Wyss, and Ray Berney, so they managed to get in a word or two themselves.

The question now is will we have another Picnic next year. I really don't know at this time, but if it is at all possible, we'll give it a try. If we do, please don't miss it! When the question was asked during one of the latter presentations, I said the next one would be in Hawaii and it would last for a week! I believe someone called to make reservations!

A final note on the attendees...I often express to my local friends that the CFDM membership is made up of some of the nicest people in the world. Meeting our guests, many for the first time, has cemented that feeling on my part!

This Month's Scripture

Let no man deceive himself. If any man among you seemeth to be wise in this world, let him become a fool, that he may be wise.

For the wisdom of this world is foolishness with God. For it is written, He taketh the wise in their own craftiness.   1 Corinthians 3:18, 19

LETTERS TO THE EDITOR

* HARDCOPY + PCFDM *

GODFREY J. MOLL

Friend Rick:

Enclosed is my check for $30 to continue my subscription to * HARDCOPY * as I really enjoy the extra effort that our Friend Arthur S. Hallock puts into it. He's forever trying new and more interesting formats, fonts, and layouts. His work transposing the pictures is to be commended! I'm glad that he continues to 'find' the time to do it each month.

I've also added $12 to try out the new PCFDM, and hope that it will work on my PC286? I'm still working at getting the CoCo2 emulator to function for me — I'll have lots of questions for Jeff at Rick's Picnic in July! Always look forward to the middle of the month

*** CFDM *** TIME .) GODFREY MOLL

RICK: Thanks for the good words Godfrey! I hope Jeff was able to answer your questions at the Picnic and that the emulator is working for you! Also I appreciate your kudos to Art. He is doing a great job with HARDCOPY and I can't thank him enough for adding that aspect to our community!! 🔲

CFDM TRIVIA TEST II

HERB FORGER SR

Rick,

It was great talking to you today and hearing not only of your new ZEBRA SYSTEM'S endeavor but also of your proposed joint effort with Jeff Vavasour regarding the PC CFDM without the emulator. I'll be looking forward to that new offer!

...On another topic, I was surprised to see that you were able to find a spot for my attempt at your CFDM Trivia Test in issue 39. You had thought it would be in issue 40, but now this gives the Friends that want to try it, some additional time to locate the answers and reply. Between you and I, the SMART CFDM FRIENDS who have obtained the CFDM INDEX's (Indices) and the COCO REGISTRYs would have little trouble finding most of the answers. I know because that is how I found or refound the questions and answers.

- Herb Forger
88 Dry Hill Road
Norwalk, CT 06851-3127

RICK: Thanks for your letter Herb and for your CFDM Trivia Test! For your information I presented Norm Barson with the winning prize (10 flippies) at the Picnic on Saturday morning. He was pleased to be the winner of the contest!
Also, I'll mention that PCFDM is well underway and I just recently received the new drivers from Jeff Vavasour. They are wonderful and I wish I could translate them for CFDM...but graphics would really be a problem. Anyway, the Intro disk plus the first issue of PCFDM are priced at $12. You get the Intro disk now, the first issue in September. I wish to invite and encourage all CFDM Friends with PC equipment to join me in this effort. Or and tell your friends about this new disk magazine. 🔲

HOW TIME FLYS

GARRY SPENCER

Dear Rick,

How time flys...anyway I see my subscription is about to expire. You are not only a great editor but also a good salesman. I had always put off getting HARDCOPY because I reasoned. I had a printer and if I wanted to see something I could always dump it to the printer

HOWEVER, after seeing HARDCOPY, I'm signing up..... This $60 money order is for another 6 issues of our beloved CFDM. AND the next year of HARDCOPY.

Keep up the good work
- Garry Spencer

RICK: Thanks for both renewals Garry .and yes if I were a CFDM subscriber, I would certainly want a subscription to HARDCOPY. Art Hallock does a marvelous job of putting it together each month and it's fun just to have all the text and graphics at arm's reach 🔲

PICNIC EXCERPTS

NORM, RON, AND GERRY

I've received two letters from Picnicers since that event (this is July 24th). Here's some excerpts from our friends. - Rick

---

Well, I'm back in N. J. I left Danville about 6:15 A.M. and got back here at 7:00 P.M. It turned out to be about 760 miles. I lucked out in one respect — the weather is much better.

...I have to tell you how much I enjoyed meeting you, Donna and the girls, and your father. Thank you for the hospitality in your home after the Picnic. As for the Picnic itself, it was well organized and well worth the trip. It was a great day with great people! Count me in for next year! - Norm Barson

---

Rick and Donna,

We enjoyed out trip to Liberty. The whole day was such fun, and the presentations were great!

It was nice to see old CoCo friends and meet new ones.

We are glad you sponsored this affair, and would come again.

Thank you for inviting us to your home and CFDM headquarters. And for your warm hospitality.

     - Ron & Gerry McCauley

RICK: And thank you Norm, Ron, and Gerry for helping make this such a memorable occasion. It was a great priviledge to have you and the other friends here in Kentucky for the Picnic! I will cherish this for a lifetime!!
     - Rick   🖼

PICNIC TAPE?

RAY SMITH

Regarding last Saturday's phone-in - I went out for the evening for a meal with my wife and friends and when I returned about 10:40 pm our time, I thought it would be an ideal opportunity to get through and put in some bids. I think I tried about 20 times and got what I believe was the engaged tone each time. I thought that packages 15 & 16 would probably contain some programs suitable for conversion and I was interested in 28 & 29 from a purely personal viewpoint. Perhaps next time. Sorry I won't be able to attend your picnic. I'd love to be there but both distance and cost are beyond me. If there are going to be any formal lectures/discussions, why not tape them for the benefit of those of us who can't make the trip? As long as the cost is not too great!
PS There is one disadvantage in receiving HARDCOPY, and that is that it is so interesting, I tend to devour every word. Arthur does such a professional job in converting your disk to paper, that I often leave it for ages before I look at the disk!!!

RICK: Thanks for your interesting letter Ray! I'm sorry to hear you couldn't get thru on Phone Fest day...maybe next

---

time. Per a tape of the Picnic, I had two video cameras and a VCR recording the event. Just as soon as I can get caught up I will try to get that tape together. It will sell for $20 plus $2 s/h. I hired two ladies (at $50 each) to keep those cameras and tape going from 8 am to about 7:30 pm., so there's plenty of material.
And thanks for the HARDCOPY kudos! Art is quite adept at his work.   🖼

Renewel Time

Bob Nicholson

Hi Rick

Here's another years subscription, for what is consistently better every month, both the disk, and the magazine. Keep up the good work and thank you. I hope the fest goes well.
     Sincerely, Bob Nicholson

RICK: Thanks for your continued support Bob! As you know by now the Picnic was a great success and I wish you could have been here!

By the way, let me express my thanks to the large number who wrote or called to say Good Luck!   🖼

POTPOURRI

CHURCH

Michael Gross

My second music program is CHURCH, which loads the old negro spiritual "There is a Balm in Gilead".
Thanks go to Graham Elphick and A. Williams for the graphics. I hope you like spirituals as much as I do and are patient with my learning use of MUSIC3+ because I have been hooked on transcribing a lot of hymns and old melodies recently. My only regret is that I didn't start sooner and therefore contribute as a more active member of CFDM. Press the reset button to get out of the program.
I hope you all have the words to follow along with the tune and pay close attention to their message.   🖼

HINTS & TIPS

I like Ray Berney's idea to have more hints & tips.

One that I use on each system turn-on is

     EXEC &HD75F

This prevents disk drive head bang.   🖼

HINTS and TIPS — from Stuart

PEEK(487)*256+PEEK(488) — Start address of an ML program

PEEK(126)*256+PEEK(127) — End address of an ML program

PEEK(157)*256+PEEK(158) — EXEC address of an ML program

High game score

Laura Boyce

TETRA (Ver 1.0 - 1991 by Brian O'Neill) 71,260 (Level 13 - Line 121)

Lables,Lables

BOB NICHOLSON

Want a good stock of disk lables? Or any kind of lables? And absolutely free? Go down to your local franchised hardware store and ask for their left-over blank header tags. When retail franchises order for example, 200 sheets of sandpaper, they get 200 price stickers and a header tag. The first header tag describes the sandpaper, then six price tags, the next header would be blank, then six more price stickers, and so on, till 34 rows exist, you can see that there would be 33 blank headers on this one item, and usually, they all go into the garbage.

Next time you buy something from Ace or Tru-Value ask if they'll save some for you. Usually they are white or yellow, on sales they are red. Whatever color, the price is right!

SICILIANO

ROY ATKINS

Siciliano is from the Second Sonata For Flute and Harpsicord by Johann Sebastian Bach.

RUN"SICILIAN"

PROGRAMS OF THE MONTH

BAGATELL

TOM LEHANE

Our friend Tom Lehane of Australia recently sent some programs for the CFDM Friends. I'll include his letter below. Thanks Tom for remembering us!

The first program is BAGATEL, a penny arcade game. Simply press the right arrow key to pull back the shooter. You can pull it back more than once. The press the space bar to shoot the marble

Dear Rick,

Many thanks for the CoCo 2 Emulator disk and your CoCo Friends Disk Magazine, both are greatly appreciated. I have access to a CoCo 3 so your disk is most welcome.

Grateful that you remembered an old CoCo user from the other side of the world

The enclosed disk has some of my CoCo programs that were programmed on a CoCo 2. You are more than welcome to include them on any of your CoCo disk magazines They are CoCo 2 programs but I think they will fit the standard of your magazine.

Sincerely,
Tom Lehane
168 Evan St
Penrith 2750
Australia

CFDM Data Base

Roy Putlack

In CFDM #37 Harold Moenich asked for a data base for his CFDM friends. Here is the fulfillment of his request. I had a lot of help from QUICKPRO+II It is a program that writes data base programs. The files used by the data base are:

    CFDMREP .BAS - The report to printer program
    SORT   V10 - The sort program
    CFDMDB .BAS - The data base program
    CFDMDB .DAT - The data for the data base
    CFDMDB .ISI - Used by the data base
    KEYCMD .DAT - Used by report program

This data base is easy to use. The choices available are at the bottom of each screen. Run"CFDMDB" to run the data base. You will see a few entries made by me. You can add, delete, or edit the data base. Run"CFDMREP" to print a hard copy. I decided to generate a report with all the info except for the remarks. To get this on one line and to get my printer (a DMP 130) to print I added two lines near the begining of CFDMREP:

POKE150,18 - sets my baud to 2400
PRINT#-2,CHR$(27);CHR$(20); - sets printer to 17CPI

Adjust these lines if you have a different setup

Quickpro is a memory hog. It saves the programs in ASCII I converted them and renumbered the lines to condense the code a little bit Tried to delete some rem lines and unneeded lines but got UL errors. Quickpro is slow. If you sort use a ramdisk.

Have fun Harold!
Roy

HOW ABOUT A LITTLE RAIN?

RICK COOPER

This program was revived out of necessity! Here it is June 24th and issue #42 is scheduled to be mailed to the Editors. The only problem is I need a short program for listing in HARDCOPY so I search back in my box of goodies and find a program I had sent to RAINBOW. After a few adjustments, I can present this little Rainmaker to the Friends!

Just RUN RAINFALL.BAS, wait about a minute, and you'll be enjoying a real gusher!

MAXMENU UPDATE

ROBERT A. TURNER

One of my PD customers suggested a change in MAXMENU to allow the PMODE 3 switch to show the artifact colors correctly on RGB.

See "MAXMENU BAS" on the program side.

Robert A. Turner
P.O. Box 396
Double Springs, AL 35553

REVIEWS

More on the Emulator

Stuart T. Wyss-Gallifent

I was looking back through some past issues of CFDM and noticed several cartoons that allude to a CoCo being "as powerful" as a 486DX, or something.

Look no further! It can be! This is not a joke!

It is the CoCo III Emulator, written by Jeff Vavasour. The program is Shareware, and you will need to pay a $25.00 token fee to receive your registered copy. It is a nice touch to see your own name on the main title screen when you first run the program.

I have run the Emulator on both my 486DX-40 PC, and also on my 486DX2/50 laptop. It works well on both. I have composed THIS ENTIRE SUBMISSION DISK on the Emulator, running under MS-DOS! My CoCo is PORTABLE (when I use the laptop) and FAST (50 mhz!).

If you have an MS-DOS machine, or a computer that will run MS-DOS programs, I recommend that you get the Emulator When my real CoCo finally hits rock bottom (many years away, I hope), the Emulator will still allow us to use our favorite machine, just in a "different box!" The only downside so far is moving the files around. To get a CoCo disk onto the laptop, I must use the desktop PC to format a CoCo disk, use the CoCo to copy the files onto the disk, use the desktop to copy to files onto a 3 1/2 inch disk, then finally put the 3 1/2 disk into the laptop, and copy the file onto the hard drive! A lot of work, yes, but worth the effort! This could be the CoCo that Tandy never got around to inventing! Imagine running a fractal slide show on the laptop, and showing it off to friends.
"Wow! Great fractals! What program is that?"
"Oh, the fractals were created using SFRACTAL."
"Never heard of it. What file format?"
"NIB, of course!"
"NIB? What kind of viewing program does that?"
"NIBSHOW 2.0, of course, by Stuart Wyss-Gallifent."
"I knew Stuart was a great school teacher, but a programmer as well? Wow!"
"Yes, the CoCo is easy to program."
"What? You mean, this isn't an IBM program?"
"No. NIBSHOW and SFRACTAL only run on the CoCo, which is being emulated on this IBM!"
"WOW! I'll say it backwards. WOW!" etc.

The Seventh Link

Bob Nicholson

Three or four months ago, I played this game for the first time, I'd had it for almost a year, but hadn't played, because it's advertised as taking "hundreds of hours to solve". I'm not wild about adventure type games, but this is different. You start by creating a character, with degrees of strength, wisdom, dexterity, magical powers and so on. When you have defined yourself, you enter a world with towns to explore, woods, rivers, mountain areas, and underground dungeons to roam through, all the while accumulating gold, weapons, experience, and a whole bunch of bad guys to shoot arrows at.   ➤

TOOL TEXT

TERRY LARAWAY AND BILL BAKER

Welcome to SMALL GRAFX ETC.'S TOOL. Version 2.5 ($15 plus shipping)

TOOL is - in it's present form - a CM3 file manipulator plus a number of graphics utilities for the High Resolution screen for the CoCo 3 - especially for the HSCREEN2 sixteen color mode.

The requirements for the full use of this utility is a Tandy Color Computer 3 with 512K upgrade, a floppy disk drive, and a CGP color printer. Each picture file requires four contiguous 8K blocks of physical memory for storage. TOOL uses the first 52 blocks of physical memory for CM3 file and HSCREEN2 manipulations leaving the top 12 blocks for BASIC and system usage. Since each screen requires four contiguous blocks (8K blocks) of physical memory and since this utility identifies each screen with the number of it's first block of memory, screen slots are identified by the following numbers in ascending order. 0,4,8,12,16,20,24,28,32,36,40,44, and 48. In most TOOL utilities, screen slot numbers can be input by the user using ONLY the above numbers.

The following is a list of TOOL operators and some descriptions: FLIP, LOAD, PRINT, MOVE, LOOK, SAVE, ROLL, CHANGE, SCROLL, OVERLAY, CLEAR, COLOR, ZOOM, SHRINK, and KILL.

FLIP—Flips screen from right to left, top to bottom or inverts the screen.

PRINT—Prints multiple screens already in memory on the CGP-220 Color Printer.

MOVE—Moves a screen from one screen slot to another

ROLL—Sequentially rolls the palette colors.

SCROLL—Scrolls physical memory starting at block 0.

OVERLAY—Overlays one screen with selected pixels of another screen.

SMALL GRAFX ETC. TEL. 306 692-5374
Terry Laraway
41 N.W. Doncee Drive
Bremerton, WA 98311

The first 25 or 30 times I played I was overcome; made a new disk and character, and played on, until eventually I started to gain inventory, strength, and so on. For a couple of months now, I've been playing the same disk(& game) for about an hour a day. Every day I find something new. Recently though I seem to have reached a level that is difficult to get past. If there are any friends who can help, I would appreciate it. I have also sent a call for help to Adventure Survivors.

I now am a party of 5 differing characters, have found 8 towns and 7 dungeons and have a large supply of food, money and weapons and seem to be stuck. This is an excellant game, with good graphics and scrolling, and it makes the player think. Rainbow reviewed it in their July 1990 edition. A lot of the thinking behind the game is like "Rogue" but much much more sophisticated. Other games I enjoy?-Photon(to level 51), Shanghai, and almost any type of solitaire.

QUESTIONS & ANSWERS

CONCERNING SHERLOCK.BAS

ART BOOS

Dear Rick,

Here is an answer to Buck Carden's question in issue 41, pg. 18 of Hardcopy, which concerns SHERLOCK.BAS.

SHERLOCK was written in 100% Radio Shack Disk Extended Color Basic on a COCO III. It does no machine language calls. It is well commented and easy to modify. It will Load, Save, and Copy in either binary or ASCII format.

I am presently revising SHERLOCK to include all of it's present features, and additionally, auto switching from RGB to CMP, user selectable data patterns for the sector fill routine, and probably of most interest, additional support for the 80 column screen on memory and disk dumps.

This version will be donated to CFDM when ready.

As always, I am ever ready to support my beloved COCO community.

> Your Friend,
> Art

_____

RICK: Thanks for the update Art. And we are looking forward to the release of the revised SHERLOCK.BAS!

HINTS and TIPS — from Stuart

POKE &HFF21,&H3C — turns on CoCo Relay immediately (like MOTOR ON, but no delay)

POKE &HFF21,&H34 — turns off CoCo Relay immediately (like MOTOR OFF, but no delay)

LOOKING FOR YAHTZEE3

RICK LEWIS

Dear Rick,

I'm returning the CoCo Registry form and here's my money order for issue #8 with a bonus of template disk so I can start using my submission to you in the near future

I have one question I'd like to ask you and others if you will permit me. I'm looking for a game called "YAHTZEE3" from T&D Subscription Software of Holland, Michigan. They are not currently at their address and I assume they sold out or went out of business.

I did write a letter to them but got it returned to me as address undeliverable.

So, will you please submit this on your next issue and let everyone know that I'm looking for this popular game that my wife and I enjoyed.

Rick Lewis
350 Gilbert Ave.
Fairborn, OH 45324

Mini Disk Question

Laura Boyce

Does anyone know where the TRS-80 Mini Disk, cat # 26-3129, (white case) fits into the family of drives? It seems to be a single sided half-height drive with no other identifying numbers (ie. 500, 501,502). The drive controller with it has the same number. It works fine, but I am curious as to whether it may be double sided or not, or if it can be used double sided. Does anyone else have or use this drive?

Laura Boyce
P.O. Box 5699
Phoenix, AZ 85010

PRINTING COLOR PICTURES

Ron McCauley

Printing color pictures from the Coco3 with Radio Shack's CGP-220 ink jet printer (or one of the other clones- like Cannon) is a very rewarding experience!

Colorware,(marketers of Coco Max III),and Michigan's own Joe Walker of Supersoft Inc., created CM3 format print drivers for the CGP-220.

Us CFDM subscribers have a wonderful collection of NIB pictures! If we just had a NIB print driver or a NIB to CM3 convertor, those of us with inkjet color printers could have a ball, and show off some pretty spectacular works!

To make these prints even MORE spectacular, print them on Hewlett Packard CX JetSeries paper. Also Terry Laraway of Small Grafx Ect will refill the ink cartridges with Brighter ink!

It seems that the great majority of pictures created on the Coco3 are created using Coco Max III, CM3 format. So if it is not feasable to create a NIB print driver for the CGP-220, or a NIB to CM3 conver tor, then perhaps a collection of disk could be made available with the pictures uncompressed in their native CM3 format. Either way, it sure would be nice to be able to print all those beautiful works of art ⬚

TO: H. FORGER
& HIS HOT COCO. ←

ROBERT ALLEN TURNER.

R.E. *"I HAVE A HOT COCO"* — HERB FORGER, ISSUE #34 of CoCo Friends Disk Magazine.

Reply: Dear CoCoFriend Herb:

You mentioned the problem of having a hot CoCo after you installed a 512K upgrade. This is due mainly to the fact that sixteen RAM chips are now drawing power when there were previously only four.

If your upgrade has normal 41256 chips, you can reduce this power draw by replacing them with the 41C256 variety. You asked about cutting a hole out over the transformer. This is not really a bad idea.

Personally, I operate my CoCo with the top cover removed. This results in frequent dusting of the circuits, but the heat is no longer a problem. If you are planning on adding a fan to the CoCo, it would probably be a good idea to get the fan first and then cut the hole out to match the fan. Then, mount the fan on the top of the case, oriented so that it draws air from the CoCo, rather than having it blow into the CoCo. Do not power the fan from the CoCo's power supply or transformer, as this will add additional power draw and will probably produce more heat than if you had no fan at all. Instead, power the fan from a plug in wall transformer. It may be possible to replace the transformer in the CoCo with a higher current rated transformer. The fan then might be powered from this transformer. The following companies sell the sort of fans that you are looking for, so you may wish to request a catalog from each of them and then pick out the fan that you want.

1] B.G. MICRO, PO BOX 280298, DALLAS, TX 75228.
2] MENDELSON ELECTRONICS CO., INC., 340 EAST FIRST ST, DAYTON, OHIO 45402-1257.
3] ALLTRONICS, 2300 ZANKER ROAD, SAN JOSE, CA 95131.
4] HERBACH AND RADEMAN H&R COMPANY, 18 CANAL ST, PO BOX 122, BRISTOL, PA 19007-0122.
5] AMERICAN SCIENCE & SURPLUS, 3605 HOWARD STREET, SKOKIE, IL 60076.
6] FAIR RADIO SALES CO., PO BOX 1105, 1016 E. EUREKA ST, LIMA, OHIO 45802.
7] MARLIN P. JONES & ASSOC. INC., PO BOX 12685, LAKE PARK, FL 33403-0685.
* I deal mainly with B.G. Micro and they have the fans for under $6.00. - R.A.Turner. ⬚

TO ROBERT TURNER

EDWARD WOLAK

First thank you for sending information on the Commodore computer. My sister-in-law is going to call them and order some parts for her computer.

To the General Public:

I need a little more help with locating a company called "Walnut Creek". I am looking for a CD-ROM disk called "SIMTEL MSDOS/EMULATORS DIRECTORIES". Can someone out there find this company?

Ed Wolak
13526 S. Buffalo Avenue
Chicago, IL 60633-1838 ⬚

To Ray Berney

Bob Nicholson

Ray: Such a lot of questions! The answer to most of them is yes, the rest are no.
Your friend, Bob Nicholson ⬚

TO T. KITSOS
RE: PRIVATE ANSWERS

LAURA BOYCE

In issue #24 you stated that we should respond in CFDM as well as in private. I guess we all write directly because it's quicker. In issue #37 Ian Cunningham asked about connecting a TANDY monitor other than a CM8 to our CoCo 3. I told him about the cable shown in the last issue of the RAINBOW (May 1993) described by Marty Goodman, for connecting a CM11 monitor. I did not send a copy to CFDM because of possible copyright problems. If anyone is interested and cannot find a copy of that issue, I will hand copy the information for them. (Unless you can get permission to reprint it Rick).
Laura R. Boyce
P.O. Box 5699
Phoenix, AZ 85010
(IF I CAN DO IT ANYONE CAN)

RICK: Thanks for helping Ian, Laura! I am familiar with Ian's work with handicapped children in his school, in particular one student named Trinity. Ian inherited Trinity from one of our past members, Sally Wardlow (you will recall her educational programs featured in earlier issues). Trinity has only useful head movement by which she can operate a single contact to control a scrolling monitor display. Can you imagine how much patience Trinity must have? So Ian worries about someday having to replace his CoCos as he continues to use them with his special kids. You may contact Ian Cunningham:

P.O. Box 427
Sardinia, OH 45171 ⬚

TO: DICK WILLIAMS: CM8-EXTENSION

ROBERT ALLEN TURNER.

R.E.: "CM8-Extension" - Dick Williams,
From Issue #34 of COCO FRIENDS DISK MAGAZINE.

REPLY: Dear CoCoFriend D.W.:

I will answer your questions in reverse order (The last one first, etc.):

3] Yes, you should be able to install a length of cable in the middle of your existing CM-8 monitor cable. The only problem would be if there were one or more bad connections. That would more than likely cause the display to be distorted or a bit 'fuzzy'.

2] Yes, as far as I know, all CM-8 monitor cables are approximately the same length.

1] I do not know if there was ever an extension cable made for the CM-8 monitor, but I can build you one if you would like. You will need to order the following from JDR MicroDevices, 1850 South 10TH Street, San Jose, CA 95112-4108.

Quantity	Description	Cost	Total
1	#IDS10, 10 contact, IDS socket	.45	.45
1	#IDH10W, 10 pin, 2x5, wire-wrap header	1.49	1.49
3 feet	#RC10, 28 AWG, 10 conductor, ribbon cable.	.15'	.45
SubTotal $2.39, S&H — $5.00.		Total	$7.39.

When you get the parts, send them to me at: POB 396, Double Springs, AL 35553-0396. I will then assemble the cable and ship it back to you. Note that you can order more than 3' of ribbon cable, if you wish. It costs only fifteen cents per foot. Whatever length of ribbon cable that you send will be the length of the cable that I assemble. I will require an added component which I will get at Radio-Shack for $.99. I will only charge you the $.99 plus the postage to send you the cable. I will not charge any labor fee.

Your CoCoFriend 'THE R.A.T.'

To: Donald Kelly: "Biosphere".

ROBERT "THE R.A.T." ALLEN TURNER

RE: "BIOSPHERE AND DISK DRIVE" - DONALD KELLY, from CFDM issue #37.

Dear CoCoFriend Donald: If the "Biosphere" program is an OS-9 Level I program, it can be fixed to operate with the CoCo 3. OS-9 Level I, versions 1.0 and 1.1 are not CoCo 3 compatible. OS-9 Level I, version 2.0 is CoCo 3 compatible. The problem with the earlier versions of OS-9 LI is that the boot routine trashes the CoCo 3 secondary vectors. This was fixed with version 2.0. If you have an OS-9 Level

I, version 2.0 program (such as PAN The Music Maker), then you can copy track 34 of that disk to track 34 of a backup copy of "Biosphere". That will allow it to boot up on the CoCo 3 (assuming that the "Biosphere" program is an OS-9 program). The only problem with this technique is that it will still cause the CoCo 3 to crash if you press RESET. So, instead of RESET, use CTRL+ALT+RESET to exit. Below is a simple BASIC program to copy track 34 of an OS-9 Level I version 2.0 diskette to an OS-9 Level I version 1.0/1.1 diskette:

```
10  PCLEAR1:CLEAR5000:DIM S1$(18),S2$ (18)
20  CLS
30  INPUT "INSERT ANY OS-9 LEVEL I VERSION
    2.0 DISK INTO DRIVE 0 AND PRESS [ENTER]
    :";A$
40  FOR S=1 TO 18:DSKI$ 0,34,S,S1$(S),
    S2$(S):NEXT S
50  INPUT "INSERT A BACK-UP COPY OF ANY OS-9
    LEVEL I VERSION 1.0/1.1 DISK INTO DRIVE
    0 AND IT WILL BE PATCHED TO COCO 3 :";A$
60  FOR S=1 TO 18:DSKO$ 0,34,S,S1$(S),
    S2$(S):NEXT S
70  PRINT "FUNCTION COMPLETE.":END
```

I hope that this is of use. It will only patch "Biosphere" if it is an OS-9 Level I version 1.0/1.1 program. It will actually patch any OS-9 Level I version 1.0/1.1 program to work on the CoCo 3, but you must have an OS-9 Level I version 2.0 program so that track 34 can be read and transferred to the disk that you wish to make CoCo 3 compatible.

WANTED: A SERIAL TO PARALLEL

J. MARK GRIFFIN

I do need a serial-to-parallel converter for my second CoCo printer.

Thank you for your service and also your patience.

- J Mark Griffin
7974 Hummel Dr.
Boise, Idaho 83709
Tel: 208 376-2860

HINTS and TIPS — from Stuart

By now, these little boxes have been noticed, and the contents contain some *Tips, Tricks, and Traps, Peeks, Pokes, and/or Executes.*

The Hints and Tips in this issue are compliments of Stuart T. Wyss-Gallifent, from my request for *filler* material in past issues.

Some of these Hints and Tips may be repetitious from time to time, but each will be from those submitted by various friends.

Please note that these are *scanned from text,* and that occasionally *(hopefully rarely)* there may be errors. Any error will be corrected as soon as possible, but we should be aware of it at the start. Thank you. Stuart — *ART*

HINTS and TIPS — from Stuart

RAM HOOK — memory locations: 359, 360, 361 — contains JMP instruction executed during the display or printing of ANY character

RAM HOOK — memory locations: 362, 363, 364 — contains JMP instruction executed during any keyboard scanning

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This month's Feature Listing

PALETTE EDITOR
by RICK COOPER

This program is dedicated especially to those who enjoy
making Puzzle pictures for my PUZZLES program. I think
Norm Barson and Godfrey Moll will enjoy this program
because it should save them lots of pixel blasting time!

PALETTE EDITOR ("PALEDIT.BAS") is for manipulat-
ing the palettes. It contains some machine language rou-
tines which are held in data statements. After you RUN
"PALEDIT" and answer the prompt for the file name of
your NIB pix, there will be a small delay while the ml data
is put in memory. *(NOTE: BE SURE TO COPY NIB-
LOADR.BIN & NIBSAVER.BIN TO YOUR DISK!)*

Now let's walk thru the four options. I would assume that it
would be most useful to choose option 4 first. This routine
will count the number of pixels of each palette in the pic-
ture. After a brief delay, you'll see these numbers listed. I'd
advise writing them down. You'll probably be most inter-
ested in the empty (0 count) palettes, since you will want to
move the colors in slots 13 thru 15 to those with a zero
count. *(Note: after using the other options, go back and use
option 4 again. You'll see that the numbers will change.)*
Press any key to exit #4.

Now let's look at option #1. It's simple! To change the col-
ors on the screen just use the left and right arrows to choose
the palette, then use the up and down arrows to cycle thru
the colors. *The changes are permanent.* Press Q to quit this
option.

Option #2 - Transfer a Palette to a Palette. Let's say you
have a brown cat (palette D, that's really palette 3) and an
empty palette 10 (marked K). You need palette 3 (D) empty,
so you move all pixels on the cat to palette 10 .
VERY IMPORTANT: to make the cat brown again simply
use option 1 to change the color in it's new palette (10) to
the original brown color. So press D first, then K, to make
the change.

Option #3 - Exchange Two Palettes. This option is used to
change the color content of two palettes. Using the above
example of the brown cat (D) and now let's say palette K
(10) held blue used in a trash can and a hat. Press either D
or K, then the other

Option #5 - You will be given an opportunity to save your
NIB picture with this option.

*Note: While entering this program from the keyboard, be
SURE to save your work BEFORE you attempt to run it. Even
the most trivial error in the data lines will "put your ma-
chine in orbit, and erase your work!!"*

The Listing:

```
10 RGB
20 CLEAR 500,&H7600
30 ON BRK GOTO 10000
40 ON ERR GOTO 10000
```

```
50 ' ****************************
***
60 ' *          PALETTE EDITOR
    *
70 ' *        BY RICK COOPER
    *
80 ' *     FOR THE COCO FRIENDS
    *
90 '****************************
**
100 PCLEAR8
110 WIDTH32
120 CLS0
130 PRINT @35,"ENTER THE NAME OF
 YOUR NIB";
140 PRINT @107," PICTURE ";
155 PRINT @198," ";:INPUT F1$
160 LOADM"NIBLOADR"
170 IF PEEK(&HCFC3)<>&H8D THEN P
OKE &HE76,&HCE:POKE &HE77,&HE7
220 IF LEN(F1$)>8 THEN CLS0:GOTO
 130
230 IF LEN(F1$)=8 THEN 260
240 L1=8-LEN(F1$)
250 F1$=F1$+STRING$(L1," ")
260 L2=&HE92:L3=&H1D1
270 FOR X=0 TO LEN(F1$)-1
280 POKE L2,ASC(MID$(F1$,X+1,1))
285 POKE L3,ASC(MID$(F1$,X+1,1))
:L3=L3+1
290 L2=L2+1
300 NEXT X
310 POKE &HE6E4,&HE6
320 EXEC &HF00
340 SOUND 100,1
345 FOR X=&HE00 TO &HF7A
350 READ A
355 POKE X,A
360 NEXT X
400 HSCREEN2
405 HBUFF 1,7800
410 GOSUB 5000
420 GOSUB 5060:GOSUB 5080:GOSUB
5100:GOSUB 5020:GOSUB 5040
470 ON I GOSUB 1000,2000,3000,40
00,4500
500 GOTO 410
1000 REM CHANGE A PALETTE COLOR
1010 GOSUB 5000:GOSUB 5080
1030 HCOLOR 0,15
1032 HPRINT(10,3),"Q TO QUIT"
1035 HPRINT(1,4),"LEFT/RIGHT ARR
OWS TO CHOOSE PALETTE"
1036 HPRINT(1,5),"UP/DOWN ARROWS
 TO CYCLE THRU COLORS"
1037 GOSUB 5040
1040 FOR X=0 TO 15:HCOLOR (ABS(X
-15)):HLINE(X*16,3)-(X*16+15,12)
,PSET,B:HCOLOR X:HLINE(X*16+1,4)
-(X*16+15,11),PSET,BF:NEXT X
1043 CL=0
1045 PC=PEEK(&HFFB0+CL)-64
1050 HCOLOR 0:HPRINT(CL*2,2),CHR
$(94)
1060 I$=INKEY$:IF I$="" THEN 106
0
1065 HCOLOR 15:HPRINT(CL*2,2),CH
R$(94)
1070 IF I$=CHR$(8) THEN CL=CL-1
ELSE IF I$=CHR$(9) THEN CL=CL+1
ELSE IF I$=CHR$(94) THEN PC=PC+1
 ELSE IF I$=CHR$(10) THEN PC=PC-
1 ELSE IF I$="Q" THEN 1110
1075 IF CL<0 THEN CL=15 ELSE IF
CL>15 THEN CL=0
1080 IF PC<0 THEN PC=63 ELSE IF
PC>63 THEN PC=0
1081 IF I$=CHR$(10) OR I$=CHR$(9
4) THEN PALETTE CL,PC
1090 GOTO 1045
1110 GOSUB 5020
1120 RETURN
2000 REM TRANSFER A PALETTE TO A
 PALETTE
2010 GOSUB 5000:GOSUB 5080:GOSUB
 5500
2025 REM FOR X=0 TO 15:HCOLOR (A
BS(X-15)),X:HPRINT(X*2,2),CHR$(6
5+X):HLINE(X*16,3)-(X*16+15,12),
PSET,B:HCOLOR X:HLINE(X*16+1,4)-
(X*16+15,11),PSET,BF:NEXTX:HCOLO
R 0:HPRINT(0,2),"A"
2030 HCOLOR 0,15:M1$="MOVE FROM
PALETTE -":HPRINT(1,4),M1$
2070 I$=INKEY$:IF I$="" THEN 207
0
2072 KT=ASC(I$)-65
2075 M1$=M1$+I$:HPRINT(1,4),M1$
2100 HCOLOR 0,15
2110 M1$="MOVE TO PALETTE -":HPR
INT(1,5),M1$
2116 I$=INKEY$:IF I$="" THEN 211
6
2117 IF I$<"A" OR I$>"P" THEN 21
```

```
16
2118 KP=ASC(I$)-65
2119 M1$=M1$+I$:HPRINT(1,5),M1$
2120 GOSUB 5040:GOSUB 5020
2301 POKE &H1F00,KT:POKE &H1F01,
KP
2305 EXEC &HE71
2310 RETURN
3000 REM EXCHANGE TWO PALETTES
3010 GOSUB 5000:GOSUB 5080:GOSUB
 5500
3020 HCOLOR 0,15:M1$="FIRST PALE
TTE TO TRANSFER -":HPRINT(1,4),M
1$
3030 I$=INKEY$:IF I$="" THEN 303
0
3040 KT=ASC(I$)-65
3050 M1$=M1$+I$:HPRINT(1,4),M1$
3060 HCOLOR 0,15
3070 M1$="SECOND PALETTE TO TRAN
SFER -":HPRINT(1,5),M1$
3080 I$=INKEY$:IF I$="" THEN 308
0
3085 IF I$<"A" OR I$>"P" THEN 30
80
3090 KP=ASC(I$)-65
3100 GOSUB 5040:GOSUB 5020
3110 POKE &H1F00,KT:POKE &H1F01,
KP
3120 EXEC &HEDF
3130 RETURN
4000 REM COUNT PIXELS
4020 EXEC &HE00
4030 GOSUB 5060
4040 GOSUB 5200
4042 HCOLOR15:HLINE(0,0)-(100,15
0),PSET,BF
4050 HCOLOR 0,15:HPRINT(1,0),"PI
XEL COUNT"
4060 HPRINT (1,2),"PAL = COUNT"
4070 FOR Y=0 TO 15
4075 C1=PEEK(&H1F00+Y*2)*256+PEE
K(&H1F00+Y*2+1)
4080 HPRINT (1,Y+3),Y:HPRINT(6,Y
+3),C1
4090 NEXT Y
4100 I$=INKEY$:IF I$="" THEN 410
0
4110 GOSUB 5230
4120 GOSUB 5040
4130 RETURN
4500 REM QUIT

4505 GOSUB 5060
4506 PALETTE 0,0:PALETTE 15,63
4507 HCOLOR 0,1
4510 WIDTH32
4520 PRINT @66,"DO YOU WISH TO S
AVE"
4530 PRINT @98,"THIS PICTURE? Y/
N"
4540 I$=INKEY$:IF I$="" THEN 454
0
4550 IF I$="N" THEN END
4560 IF I$<>"Y" THEN 4540
4580 GOSUB 5040
4600 CLS0
4610 PCLEAR8
4620 LOADM"NIBSAVER"
4630 IF PEEK(&HCFC3)<>&H8D THEN
POKE &HEAE,&HCE:POKE &HEAF,&H8E
4635 F1$="":FOR X=0 TO 7:F1$=F1$
+CHR$(PEEK(&H1D1+X)):NEXTX
4640 L2=&HEC5
4650 FOR X=0 TO LEN(F1$)-1
4660 POKE L2,ASC(MID$(F1$,X+1,1)
)
4670 L2=L2+1
4680 NEXT X
4690 POKE &H1DA,1
4700 POKE &HE6E4,&HE6
4710 HSCREEN2
4730 EXEC &H1DC
4740 WIDTH32
4750 PRINT @200,"SAVED"
4760 END
5000 REM SAVE TOP OF SCREEN
5005 HGET(0,0)-(289,47),1
5010 RETURN
5020 REM REDISPLAY TOP OF SCREEN
5025 HPUT(0,0)-(289,47),1
5030 RETURN
5040 REM REPLACE PALETTES 0 AND
15
5045 PALETTE 0,P:PALETTE 15,P1
5050 RETURN
5060 REM SAVE PALETTES 0 AND 15
5065 P=PEEK(&HFFB0)-64:P1=PEEK(&
HFFBF)-64
5070 RETURN
5080 REM DRAW BOX FOR PRINTING
5082 PALETTE 0,0:PALETTE 15,63
5085 HCOLOR 15,0:HLINE(0,0)-(289
,47),PSET,BF
5090 RETURN
```

```
5100 REM PRINT MENU
5110 HCOLOR 0
5120 HPRINT(16,0),"OPTIONS"
5130 HPRINT(1,1),"1) CHANGE A PA
LETTE COLOR"
5140 HPRINT(1,2),"2) TRANSFER A
PALETTE TO A PALETTE"
5150 HPRINT(1,3),"3) EXCHANGE TW
O PALETTES"
5160 HPRINT(1,4),"4) COUNT PIXEL
S"
5165 HPRINT(1,5),"5) QUIT/SAVE"
5170 I$=INKEY$:IF I$="" THEN 517
0
5180 I=VAL(I$)
5190 IF I<1 OR I>5 THEN 5170
5195 RETURN
5200 REM SAVE LEFT SIDE SCREEN
5210 HGET(0,0)-(100,150),1
5220 RETURN
5230 REM REDISPLAY LEFT SIDE SCR
EEN
5240 HPUT(0,0)-(100,150),1
5250 RETURN
5500 FOR X=0 TO 15:HCOLOR(ABS(X-
15)),X:HPRINT(X*2,2),CHR$(65+X):
HLINE(X*16,3)-(X*16+15,12),PSET,
B:HCOLOR X:HLINE(X*16+1,4)-(X*16
+15,11),PSET,BF:NEXT X:HCOLOR 0:
HPRINT(0,2),"A"
5510 RETURN
6000 DATA 142,31,0,140,31,32,36,
7,111,128,32,247,0,0,0,134,48,18
3,14,12,182,14,12,129,52,37,6,13
4,57,183,255,161,57,182,14,12,18
3,255,161,124,14,12,142,32,0,16,
142,64
6010 DATA 0,16,191,14,13,182,14,
12,129,52,37,8,16,142,56,0,16,19
1,14,13,188,14,13,36,203,166,132
,68,68,68,68,16,142,31,0,72,49,1
66,236,164,195,0,1,237,164,166,1
28,132
6020 DATA 15,16,142,31,0,72,49,1
66,236,164,195,0,1,237,164,32,21
1,134,48,183,14,12,182,14,12,129
,52,37,6,134,57,183,255,161,57,1
82,14,12,183,255,161,124,14,12,1
42,32,0
6030 DATA 16,142,64,0,16,191,14,
13,182,14,12,129,52,37,8,16,142,
56,0,16,191,14,13,188,14,13,36,2
```

```
03,166,132,68,68,68,68,177,31,0,
38,19,182,31,1,72,72,72,72,183,3
1,2,166,132,132,15,186
6040 DATA 31,2,167,132,166,132,1
32,15,177,31,0,38,9,166,132,132,
240,186,31,1,167,132,48,1,32,199
,134,48,183,14,12,182,14,12,129,
52,37,6,134,57,183,255,161,57,18
2,14,12
6050 DATA 183,255,161,124,14,12,
142,32,0,16,142,64,0,16,191,14,1
3,182,14,12,129,52,37,8,16,142,5
6,0,16,191,14,13,188,14,13,36,20
3,166,132,68,68,68,68,177,31,0,3
8,21,182,31,1,72,72,72,72,183,31
,2,166,132,132,15,186,31,2,167,1
32,32,24,177
6060 DATA 31,1,38,19,182,31,0,72
,72,72,72,183,31,2,166,132,132,1
5,186,31,2,167,132,166,132,132,1
5,177,31,0,38,11,166,132,132,240
,186,31,1,167,132,32,18,166,132,
132,15,177,31,1,38,9,166,132,132
,240,186,31,0,167,132,48,1,32,15
3
10000 REM QUIT
10010 POKE &HFFD8,0
10020 END                       ▣
```

RICK'S PICNIC
BONUS #12 — SIDE 2
July 15th, 1995

• •

PICNIC PROLOGUE
RICK COOPER

The inspiration for Rick's Picnic came some while ago when Jim Bennett mentioned that he had dreamed that all the Friends had attended a picnic at my house. This conversation led to me thinking a little more about the idea and eventually deciding that just maybe it could be done.

So tickets were sold, reservations made, tables and chairs arranged, video equipment and computers set up, food purchased, workers contracted, banners made, etc. Finally the first guests began to arrive.

Stuart Wyss was actually the first to arrive, but not in time to travel to Lexington with me to pick up Ray Berney from Washington. Godfrey and Muriel Moll came next, closely followed by Jim Bennett. Then Alan and Barbara Dages, L E and Nan Padgett, and R C and Betty Smith came in from Georgia. Before I left for Lexington to pick up Jeff Vavasour, I was able to see Larry and Mildred Heiderscheidt.

Later would come Ben Walker, Jim and Margo Sternett, Pete and Roy Blackwell, Arthur and Jean Hinman, Jim and Natalie Elbourne, Ron and Gerry McCauley, John Daniels, Robert Weddle, John Biddle, Norm Barson, Mike Brown, and David Breeding.

Also my dad, Dewey Cooper, came and had a wonderful time. Donna, Kristin, Kasey, and Kayla joined me in representing Rick's Computer Enterprise. And my four helpers, Jennifer Godbey (teacher on video), Linda Rousey (cook selling eats), Jo Ann Taylor (teacher's aide on video crew), and Brenda Buck (my new custodian who helped Linda with the eats).

We had a wonderful time and I wish to thank all who helped make it possible! Also thanks to those who sent their well wishes but could not attend!

How did Jeff say to install this Emulator?
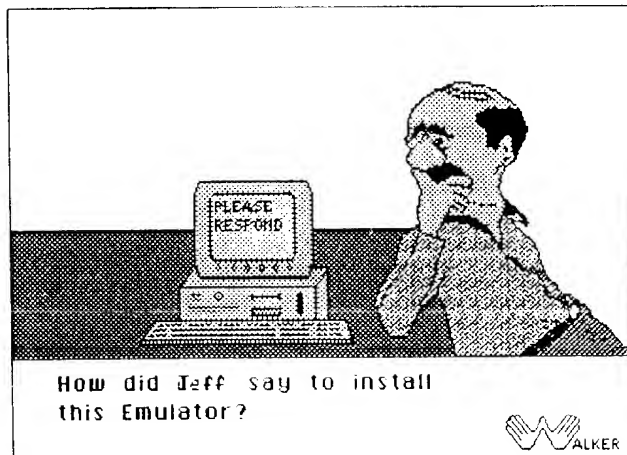
EMULATOR.NIB

Pictures
Ben Walker

Ben Walker brought a number of pictures to present to Rick at the Picnic. Some need to have a caption, others I have tried to put an appropriate caption to them.

DANCEJOY.NIB

Note: Use Godfrey's VIEW.BAS (it's included on this disk) to see Ben's EMULATOR and the BENQUOTE pics. Then write a fitting caption for BENQUOTE and send it to Rick. We'll give a little prize to a random winner.

Also, RUN "DANCEJOY" to enjoy more of Ben's humor. There's not enough room on this disk for more of Ben's material. It will be made available with the Picnic video.

PUZZLES
Norm Barson

For those of you who have become addicted to Rick's PUZZLES, here are a few more. The program is Rick's. Godfrey Moll has made a few modifications - instructions for those who need it. He also provided the VIEW program. My only contribution is to adapt the /CM3 pictures to the PUZZLE program - which was no small task in some instances.

NOTE: The two NIB pictures on this side of the Bonus Disk donated by Norm are JIMINY.NIB and SNOW.NIB. Norm brought about 6 disk sides but due to lack of space, we include these two at this time. Also the PUZZLES program is not included...look for it on back issues of CFDM. Use Godfrey's VIEW.BAS to display these pictures.
          >> Thanks Norm! <<

A MEMORABLE DAY
Norm Barson

July 15, 1995, was a red-letter day. For those who missed it, it was the day of the now famous Rick's Picnic. This was an opportunity to meet face-to-face people with whom I had corresponded and others with whom I have spoken on the

BENQUOTE.NIB

WALKER

phone. And it was a great opportunity to meet a lot of other new Friends. It was funny how we knew each other, but had no idea on how to recognize each other.

I'm sure others will describe the program; so I'll just give my impressions. First of all, Rick and his family did an outstanding job of organizing the day.

Unfortunately, the day was an unusually hot one, but once the air conditioners were turned on (after a power outage), we were more comfortable and could proceed.

The day was another example of the cameraderie we've come to know in the CoCo community. But this was a more closely-knit group, thanks to Rick and CFDM.

As I write this, it is 2:00 in the afternoon, and we still have a lot more to look forward to, not the least of which is the food and a tour of the CFDM headquarters. From what Rick has told us of the food it sounds like a feast.

I know that a lot of Friends would have liked to attend. Some of us who are retired and no longer have to put in a full work week are more fortunate in this respect. For my part, it was a day well spent and well worth the trip. Rick, do you think you could make this an annual event? 🔒

Picnic Ponderings

Stuart Wyss-Gallifent

The picnic was a great success! I write this at 12:50 P.M., and we haven't actually started the food part of the picnic yet, but I am sure it will be a great success! Jeff Vavasour, famous author, has wowed us all with the Emulator, including a few bug fixes, and a new emulator-project that he is working on for a company with commercial dealings.

It started off great! We walked into the school and discovered that the power transformer out on the utility pole had gone, and the school was dark. No lights, no air conditioning, and worse, no power to run the computers! Rick started talking and he introduced us all to each other, and miraculously, when he had finished, the a/c came on, the lights came on, and the computers blinked into life.

Several people talked during the morning, with info. about fractals, puzzles, the Atlanta CoCo Fest, NIB, the Emulator, Ray's games, Jim's bathing suit, and the distance everyone had driven to get here. I don't know who drove the furthest, but I would guess it was Jim Bennet, who drove 15 hours from Poughkeepsie, NY. He DID rest over somewhere in PA.

THE PROGRAMME

RICK COOPER

Rick's "Very Unsubstantiated" Programme

```
8:00      Door's Open
8:15      Opening remarks & introductions (Programmes, facility layout including
          restrooms, eatery, CoCo Row, Emulator Alley, submission disks, booths, etc.)
9:00      Stuarty Wyss                    - Fractals
          Jim Bennett                     - Dark Maze
          Ray Berney                      - Trolling for Taillights
10:00     Jeff Vavasour                   - CoCo 3 Emulator
                                            Arcade Project
                                            Questions & Answers
11:00     Norm Barson                     - Puzzles & Graphics
          Godfrey Moll                    - Puzzles
          Ben Walker                      - Ben's Quotes & Graphics
12:00     Mini-fest & Sharing
 1:00     Stuart Wyss                     - The Thaediak Project
 2:00     L. E. Padgett                   - Adventure Survivors
 3:00     Jim Sternett                    - The CoCo Trader
 4:00     Alan Dages                      - Atlanta Computer Society
                                            Atlanta Fest 1995
 5:00     Jim Bennett                     - MAX10 Borders & Boxes
                                            Cho's Borders

 6:00     Catered Picnic
 8:00     A visit to CFDM Headquarters

                                          (The Cooper Home)       🔒
```

Rick and I went to Lexington to pick up Jeff V. who flew in from Vancouver, British Columbia. We had a sign up saying "JEFF VAVASOUR" but he walked right by it and looked around. Since Rick and I didn't know what he looked like, we simply said "Jeff!" a few times until someone walked over to us! It was him. Fortunately, no-one else on the flight was called Jeff! We could have picked up the wrong one.

It's 1:00 P.M. now and I need to present *Thaediak* to everyone, so I had better save this entry.

We all appreciate those who came, and we also know that the rest of you were here in "spirit". Several people called and wrote to express their support for our event, even though they could not attend due to other commitments.

I have only one thing to say to those people who didn't come:

Keep NEXT summer free!
   -Stuart Wyss-Gallifent

** RICK'S FRIENDS **

GODFREY J. MOLL

The PICNIC of the CoCo Year, or is it Century, will be remembered by MURIEL and I for years to come as we now have memories of the FACES that go with the NAMES that we're so familiar with in CFDM.

The eight mile ride out to RICK's School was the most exciting ride that we've taken in many a year! We used to have roads like that in the OZARKS but have been able to straighten most of them out. We certainly appreciated the Air Conditioning as the outside temps were into the high nineties.

The presentation by JEFF about his CoCo3 Emulator was well worth the 590 mile ride. Getting to meet STU, the creator of SFRACTAL and many other programs, was like icing on a cake!

It looks like JIM BENNETT has the TRANSLAT program that I've been looking for when going from NIB to CM3 on the back side of his ART DISK! That will save me time when getting pictures ready to make PUZZLES using RISK'S PUZZLE MAKER. JEFF also has the ability using the EMULATOR to switch the PALLETTES as needed to go to 13 colors for PUZZLES. Looking forward to obtaining a PC386 in the near future.
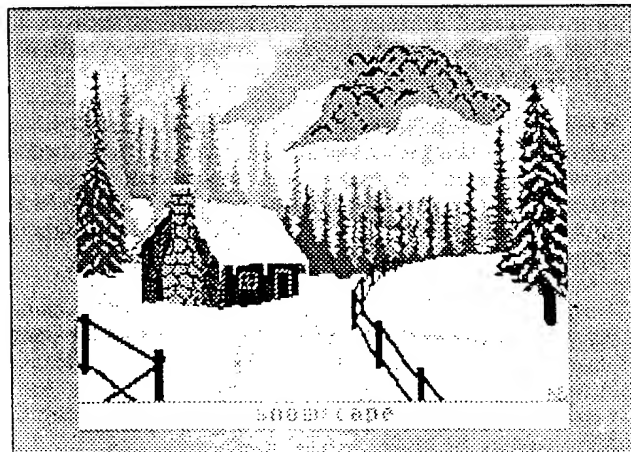
This evening we'll be having our PICNIC here at the SCHOOL and enjoying each others company. The opporunity to gain knowledge and make FRIENDS has exceeded all of my expectations. Just wish that more FRIENDS could have attended this GREAT PICNIC.
Best Rregards to ALL from a CoCoNut (Godfrey) and his understanding WIFE (Muriel)

Thanks Rick!

Alan Dages

Just wanted to say a few words of thanks for having the picnic. I thorougly enjoyed the friendship and entertainment! The drive up was a joy, the scenery was great driving up 127 from Chattanooga. The many presentations were really interesting. I enjoyed meeting many new and old fellow cocoists. Thanks for the opportunity to tell everyone about the Atlanta Computer Society, Inc. and our upcoming 6th Annual Atlanta CoCoFest on Sept 30 and on Oct 1st
    Alan Dages

The Picnic

Jeff Vavasour

Wow! It was really great to finally get to meet a lot of the people I've been corresponding with and talking with on the phone. This was Rick's first picnic event, but everything went so wonderfully you might think he'd been doing this for years. (When he arrived at the school picnic site to find the power off, he and his helpers quickly whipped the local power company into action and we had our power back in no time, ready for the morning demonstrations. In the meantime, we had the perfect opportunity to introduce ourselves and meet everyone.)

There was a lot of interesting information in the talks. I was really intrigued by the programs that others had developed, and the activities that they supported. Everyone should be very proud of their work. It would be enough to make modern PC users and programmers jealous.

I also had a great time just talking to everyone. Rick's "very unsubstantiated schedule" (as he called it) gave us time to

SNOW.NIB
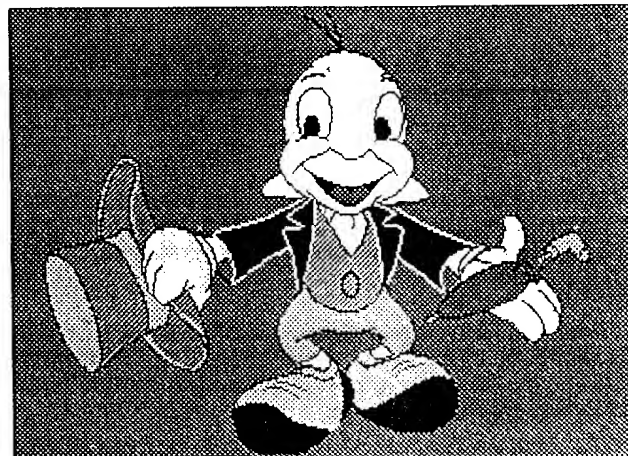
JIMINY.NIB

take a break and socialise between the talks (which took place once an hour for most of the day). The truth is though, of the conferences and meetings I've been to (mainly many physics meetings), this is the first time things actually took place ON time. Pretty good for "unsubstantiated".

I haven't said too much about specific things at the picnic because I wouldn't know where to begin. It was a very full and enjoyable day. If you didn't get a chance to go, I highly recommend bugging Rick for a copy of the picnic video he's promising to put together. You really need to see what you missed.

Well, I've made sure that I've left a little (but by no means enough) room to thank Rick and Donna and their family for their wonderful hospitality in allowing me to stay with them during my visit to Liberty. It was truly a pleasure. Also, I'd like to thank everyone for their fantastic support of my emulator project, and their generous gifts that allowed me to attend the picnic. When I first started the original CoCo emulator, I never dreamed there would be so much intereest. The CoCo community is still truly very much alive! Thanks to Rick, all the CoCo Friends, and everyone!   ▣

ABOUT OUR GUESTS
RICK COOPER

I thought it might be appropriate for me to choose our guests as my topic to report on here. There was so much to digest during the last few days that I'm still rolling all the memories around in my mind.

Jeff Vavasour was indeed a pleasure to meet and have stay with us for 3 days and nights. It is certainly refreshing to meet a young man with such wonderful abilities and yet so humble and thoughtful in his dealings with others. Jeff is certainly one of the bright and shining stars of our group.

Stuart Wyss is another most capable young man! I was very impressed with Stuart's knowledge, willingness, and ability to get things done. Stu was a great help to me both before and during the fest.

I believe the most memorable thing about Ray Berney is his vocabulary and his knowledge bank of facts. He not only knows the meaning of many words, but he uses them constantly in his conversation...not in a show-off manner, it's just natural with him!

Ben Walker is from Texas..I suggested he should have had a role in the Lonesome Dove series. Ben likes to tease people by saying he's not an artist. Since it's so apparent that he is, I wish he'd just own up to it!! :)

I can't believe the distance many of our Friends traveled to the picnic. Larry Heiderscheidt and his lovely wife Mildred drove from Des Moines, Iowa on Friday. Now that's dedication!

What can be said about Godfrey and Muriel Moll....? Words cannot describe what fine friends they are! I wish everyone had an opportunity to meet Godfrey and Muriel. Godfrey, did I see you taking notes?

L E and Nan Padgett are our Adventure Survivors. I told Nan about having Glen Dahlgren's PC adventure, DEATH

GATE. Sorry you didn't get to play it a little longer Nan!

R. C. Smith is noted for his neat sideburns. I'm really considering growing some white ones! And I hope R. C. didn't see me hug his wife Betty when it was time to go. (Wonderful people!)

I understand that Pete Blackwell describes himself as the world's oldest hippie! (I also understand he may be the world's greatest user of coffee!) It was great to finally meet Pete and his brother Roy!

Another couple who traveled many miles was Arthur and Jean Hinman. What friendly folks they are and I believe I could tell that Arthur was enjoying the opportunity to meet his CFDM Friends!

I met Alan Dages about 3 years ago at my first Atlanta Fest. He presented the history of that fest and the Atlanta Computer Society at Rick's Picnic. Thanks Alan and Barbara (wife) for gracing our event with your knowledge and friendship. See you in Atlanta on September 30th.

Jim and Nat Elbourne drove all the way from Baton Rouge in their mini mobile home. I expected to hear some real southern talking but found out that Jim is originally from Wyoming. But Nat entertained us with some Cajun conversation.

Ron and Gerry McCauley drove from Fenton, Michigan. It was really great meeting them for the first time. Ron signed up a friend with our group from Ovid, MI. Thanks for your friendliness at the picnic!

At the last minute Jim Sternett's wife Margo decided to join Jim in coming to the picnic. I'm glad she did. We have had Jim and Margo in our home before and it's always a delight to see them. Jim told us of his plans to start a library of CoCo docs.

John Daniels is our computer collector. He now has over 40 computers. John gave the Cooper family a tour thru the Tennessee Aquarium in 1993.

Robert Weddle and John Biddle came down from Lebanon Indiana. I had met Robert at the Atlanta Fest last year. Robert thanks for bringing John and I hope you are enjoying your collection from the Picnic!!

Two old Kentucky CoCo Friends also made it. David Breeding of Russell Springs and Mike Brown of right here in Liberty. Remember Mike's FLY program from early on in CFDM history?

One of the Friends that I've most wanted to meet is Norm Barson. As you know Norm is one of our CFDM editors and has contributed many of his magnificent works of art, as well as programs, and the widely used CFDM Indexes (I know it should be spelled... indices!). Great meeting you Norm!!

Jim Bennett is another of our fine editors. Jim and I thought we'd get together last summer, but it just never worked out. Finally I can put a face to the voice I speak with a couple of times each month. Jim is a very very talented artist and the creator of our CFDM logo. Jim it was a real pleasure to have you at the picnic!!

It was really neat to have my dad, Dewey Cooper, to come

over and spend the day with us. Dad's only computer experience is playing Photon (and he got in some more playing time Saturday). My sister said when he got home all he could talk about was the Picnic and the nice people he had met!

Some of the most valuable assets to the Picnic were our workers. The four ladies who helped are also employed in my school and are fine people as well as diligent workers. Jennifer Godbey is our sixth grade teacher, Jo Ann Taylor is a teacher's aide and serves most of the rooms at various times. Linda Rousey is one of our fine cooks. Brenda Buck is our new custodian and 5 time PTO President. All these ladies have children who are students at Douglas.

And of course it was great to have Donna, Kristin, Kasey, and Kayla at the Picnic. Growing up I never considered myself to be a ladies man...and now I live with four beautiful girls!! Donna has been very helpful with producing CFDM and has worked very hard the last few weeks getting the house in order and in general preparing for the Picnic. Thanks to Donna and the girls for their patience with me and my CoCo business!

Thanks to all who supported the Picnic in the many various ways. If there's a followup Picnic, please be sure to attend. I don't know how we can top this one, but who knows!! ▣
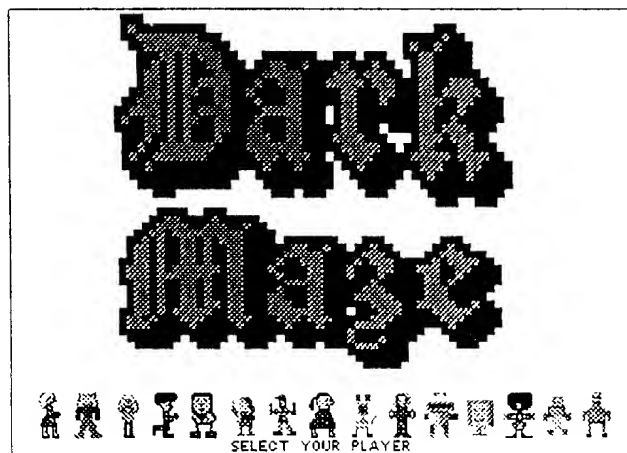
THE DARK MAZE
JIM BENNETT

NOTE- Due to circumstances beyond our control, Jim's original entry is not available. I hope this entry will be helpful in playing the game.

The Dark Maze is a Christian graphics adventure with no violence and some very neat features that you will soon discover. The title screen has a number of small people icons at the bottom of the screen.
Each was designed by one of Jim's students in the school where he teaches. Use the arrow keys to select the one who will search the Dark Maze. The object then is to use the arrow keys to traverse the different sections of the maze. Since the entire screen is dark (except for where the other students are standing) you will be trying to find the trail without being able to see it....But you can get just a quick

TITLE.NIB

glimpse by pressing the P key. P in this case stands for Praying. After discovering all the students in one room, head for the yellow door. Once thru the yellow door you'll resume your search for more students.

RUN "DARKMAZE" ▣

Trolling for Taillights
Ray Berney

TFT is a hybrid graphics/text simulation that uses a right joystick to select a lane on a 3-lane freeway where 1 of 10 different vehicles are traveling. These vehicles may be using a RADAR detector to nudge their way above the posted speed limit. Your job is to use your joystick button to "troll" in the speeders and gain points in the process. Other factors help add to your score as well as bad things that take away points. Pull back on your joystick handle to save your score. (Run with a saved score and you can reload it and continue later on.) Only the needed instructions are included in the game program. So, get out there and start trolling and get those speeders off the freeway!!

Also, I have included the simple (!), little (?), but fun game called CASTLE OF CLOWNS. Although this pair of files total 8 granules, the game is totally self-contained. The goal is simple: get out of the castle before the clowns get you! And you know how clowns act! Tiny little cars! Seltzer bottles! HONK! HONK! And those terrible horns! Not to mention the BANANA CREME PIES! Just get out of there and HURRY!!

(NOTE: Trolling is included on this disk. Use the file READDOC2 to read "TFT INST.DOC. For the short instructions, please read the short instruction set inside the program. Sorry, no room for CASTLE of CLOWNS. All this material will be made available with the Picnic video. Coming soon!) ▣

VIEW.BAS
GODFREY MOLL

I've included VIEW.BAS to view the NIB pictures on this disk. ▣

EPILOGUE
RICK COOPER

Now the Picnic has ended and hopefully everyone had a safe trip home. I've received calls and messages from Jim Bennett, Stuart Wyss, and Jeff Vavasour since the Picnic and I perceived their relief in getting home. (Jim drove 15 hours, Stuart 13 hours, and Jeff's trip was scheduled for 7 hours.)

We really enjoyed everyone and everything! Thanks again for all who made it to Kentucky for our.... "first?" picnic. Will there be another? I really don't know yet, but if there is, let me give you just a little encouragement at this time....Don't miss it! ▣

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Taken from Rick's Picnic

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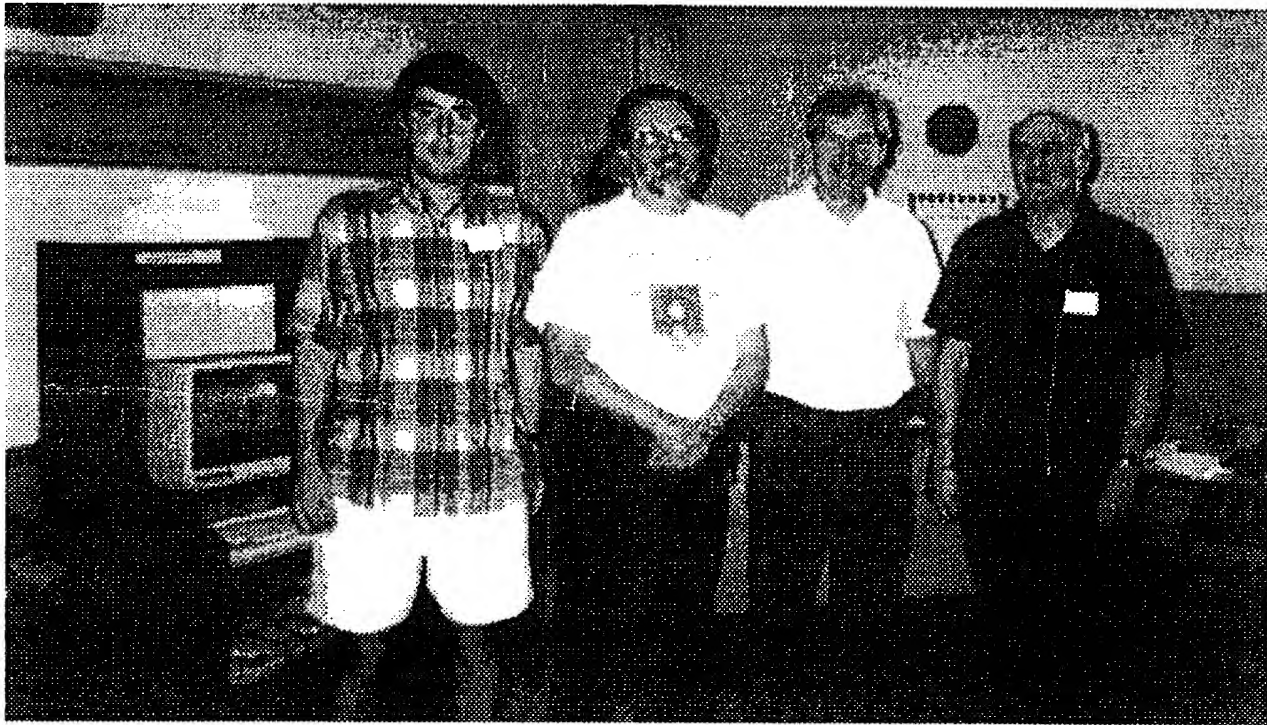
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